

B R O B D I N G N A G

Broddingnag #72 1966AQ (S1910) 1966AV(W1908) 21 October 1967

FRENCH AND RUSSIANS AGAIN TRADE GERMAN BASES
ST. PELIGRAD POLL RESULTS

Game 1966AQ

Spring 1910

The moves:

RUSSIA (Reinsel): Fleet St. Petersburg (north coast) to Barents Sea.
Fleet Denmark to North Sea. Fleet Helgoland support
Fleet Denmark to North Sea. Army Moscow to Warsaw. Army Livonia to
St. Petersburg. Army Warsaw to Silesia. Army Galicia support army
Warsaw to Silesia. Army Prussia support army Kiel to Berlin. Army Kiel
to Berlin. Army Munich to Burgundy. Army Tyrolia to Bohemia. Army Trieste
to Tyrolia. Army Serbia stand. Army Norway to Sweden.

FRANCE (Thompson): Fleet Piedmont to Tuscany. Fleet Gulf of Lyon support
fleet Piedmont to Tuscany. Fleet Western Mediterranean
to Tyrrhenian Sea. Army Marseilles to Burgundy. Army Yorkshire to Belgium.
Fleet North Sea convoy army Yorkshire to Belgium. Fleet Skagerrak
support fleet North Sea. Army Silesia to Bohemia. Army Ruhr support army
Berlin to Munich. Army Holland support army Ruhr. Army Berlin to Munich.
Fleet Tunis support fleet Western Mediterranean to Tyrrhenian Sea.

TURKEY (Greene): Fleet Naples to Tyrrhenian Sea. Fleet Ionian Sea to
Tunis. Fleet Rome support fleet Naples to Tyrrhenian
Sea. Fleet Tuscany support army Venice to Piedmont. Army Venice to
Piedmont. Army Apulia to Venice. Fleet Adriatic to Ionian Sea. Army
Constantinople, not ordered, stands.

The Russian army Munich is dislodged and has only Kiel open for retreat.
The French army Silesia is dislodged, and is annihilated having no
space available for retreat. The Turkish fleet Tuscany is annihilated
for a similar reason. That the Turkish fleet Tuscany can still support
although dislodged (in this case not only dislodged but annihilated)
is an instance of the Boardman, or rulebook, solution of the Dilemma.

Deadline for moves for Fall 1910 is Saturday, 4 November 1967.

Moscow. From Archangel to the Crimea, from the Pripyet marshes to the
shores of the Pacific, Russians are celebrating their great victory
at Tannenberg. "Soon we shall be in Paris with our Turkish allies", said
the Tsar.

St. Peligrad. The authoritative PPP Poll released here today showed the
following results in the recent nation-wide public opinion survey
concerning next year's presidential election:

Lyndon Johnson	42%
Ronald Reagan	39%
George Wallace	11%
Rap Brown	8%

Lyndon Johnson	35%
Jack Greene	2%
Rap Brown	18%
Lurleen Wallace	45%

Larry Peery	82%	Margaret A. Boardman	92%
Barry Goldwater	3%	Larry Peery	4%
Jack Greene	7%	Lyndon Johnson	1%
Charles Turner	15%	Lurleen Wallace	2%
		Jack Greene	1%

Interestingly, the straw-vote taken at the local Beer-Swillingers' Convention (which was last wrong in 1848 when they picked Lewis Cass over Zachery Taylor) showed the following results:

Conrad von Metzke	21%
Charles Turner	21%
John Boardman	22%
Dave Francis	36%

This is highly significant since Dave Francis isn't even an American citizen. "Ah, well", as Everett Dirksen would say, "Give me an actor and I can rewrite the constitution."

Game 1966AV

BRITISH ARMY EXPANDS
TERRITORIALS JOIN FIELD ARMY

Winter 1908

ENGLAND (Wells): Build army London. Build army Edinburgh. Build army Liverpool.

GERMANY (Shagrin): Remove army Ukraine. Remove army Galicia. Remove army Silesia. Remove army Bohemia.

ITALY (Francis): Build fleet Naples.

These builds and removals were communicated to the players several days ago by carbon copy letter. Unfortunately, the deadline given was in error. It should be Saturday, 4 November 1967, as usual when a deadline falls on a Saturday, the deadline hour is noon, MST.

NEW BLOOD

Charlie Case, 1076 Mayview Drive, Akron, Ohio, 44313, wrote asking about Diplomacy.

Monte Zelazny wrote to say that another new potential player is, David Mayhall, 1962 17th Avenue, North, St. Petersburg, Florida, 33713.

(Un général) faut faire son thème en deux façons.

General Bonaparte, a dictum which he apparently forgot after becoming Emperor and having millions of men at his disposal,

Game 1966-0

The comment on multi-player draws appearing in the last issue was made none too soon. Even before the issue was run off, ADAG #21 arrived with the information that game 1966-0 had been declared a three way draw. As ADAG did not publish a centre year chart for the game, one is given below.

	1901	02	03	04	05	06	07	08
England	4	6	7	7	8	9	9	8
France	6	6	8	9	8	9	9	9
Germany	5	4	2	1	1	OUT		
Italy	4	4	5	6	2	1	1	OUT
Austria	5	6	3	OUT				
Russia	5	2	1	1	1	1	OUT	
Turkey	4	6	8	10	14/13	15	15	17

Players: England, Rod Walker. France, Charles Turner. Germany, Bernie Hiling replaced by Leonard Garland in 1901. Italy, Hal Haas, replaced by Conrad von Letzke in 1901. Austria, Roland Tzudiker. Russia, Al Goggins, replaced by Greg Long in 1903. Turkey, Jerry Tenney, replaced by Larry Peery in 1902. Gamesmaster, Conrad von Letzke, replaced by Hal Haas in 1901. The game was started in Costaguana, as its game IV, and was transferred to ADAG when Costaguana ceased publication in the summer of 1966. When ADAG split into three parts it was carried briefly in Costa II, but returned to ADAG when the magazines were re-combined.

The game has a rather typical outcome for three-way drawn games. One power has nearly half the strength of the board and is opposed by a co-alition of two others who, between them also have about one half the strength of the board. In these circumstances there is not the slightest temptation for the two smaller powers to betray one another: if they did so the immediate consequence would be a win by the giant. While three powers each of about equal strength is a highly unstable arrangement, in which no alliance can be expected to last for more than a few moves, three powers with a distribution of strength as shown here, is probably the most stable possible. It was pointed out by the gamesmaster that one of the supply-centres held by Turkey could not have been retained if the game had been allowed to continue. The final supply centre distribution would then have been 16-9-9, with no further gains possible by either side.

Italy, eliminated in the final year of play, gets a score of zero in the FIDB Rating List. It therefore makes no difference whether this is credited to the initial player for that country, Hal Haas, or to the final player, Conrad von Letzke. In some other Rating Lists, however, there is a penalty for a player who resigns a position. It would seem somewhat anomalous to apply it in this case. When von Letzke abandoned publication of his Costaguana about a year and a half ago, Hal Haas, as a favor to the other players, assumed publication of the game, and resigned his own position to von Letzke, so that he could gamesmaster it. It would seem pretty rough if his generosity in this regard were rewarded with an actual penalty to his score.

I wonder if we Diplomacy players will ever have an annual award

for those who have aided the game. (What will we call it? "The Allan"?) If we do, Hal Neus should be one of its first recipients. Two of the best known gamesmasters, John Boardman and John Koning, have been very generous in offering to look after abandoned games; we owe both of them our best thanks. What are we to say then to Hal who has rescued more games than Boardman and Koning together?

EROBINGAG Completed Game Rating List - #11.

The game mentioned above, 1966-0, as well as the two mentioned in ERLOB #70, 1965-0 and 1966B, require a revision of the Rating List. Games 1963A, B, 1964A, B, D, 1965A, B, D, E, F, G, H, I, L, O, S, T, 1966B, E, O, AP are included. The three five-man games, 1963A, 1965-0, and 1966AP, are omitted from the country listing.

+24	John Smythe (W)	+ 1	Bill Christian Earl Thompson
+20	Derek Nelson (W)	0	Edwin Baker Bill Bogert Christina Brannan John Davey Ben Hendin Allan Huff (W) Geo. Parks
+14	John Koning	- 1	Anders Swenson Robert Ward
+12	Charles Wells (W) Jerry Fournelle (W)	- 2	Bob Adams Brenda Banks Stephen Barr John Boardman James Dygert Al Goggins Gregory Holenear Charles Reinsel
+ 9	Banks Nebane	- 3	Ron Bounds
+ 8	John McCallum (W) Don Miller (W) Charles Turner (W)	- 4	Clint Bigglestone Dennis Frisch Margaret Gemignani James Goldman Jack Harness John Mazor Dave McDaniel
+ 7	Frank Clark	- 5	Tom Bulmer Jerald Jacks Stuart Keshner Stephen Patt
+ 6	Jim Latimer (W) Bruce Pelz (W) Jock Root		
+ 5	Rick Brooks Ken Davidson		
+ 4	Richard Bryant Bob Lake James MacKenzie (W) Larry Peery Dian Pelz Rod Walker		
+ 2	Dave Lebling. Hal Neus Mark Owings Gail Schow James Sanders Conrad von Metzke (W)		

- 6	Sidney Get	John Koning	+23
	Thomas Gorman	John McCallum	
	Don Necklies	John Smythe	
	John Sandoval	Charles Wells	
	Joel Sattel		
	Bill Schreffler	Derek Nelson	+17
- 8	Phil Castora	Jerry Pournelle	+16
- 9	Barry Gold	Don Miller	+15
- 10	Dan Prannan	Charles Turner	
	Paul Harley	Larry Peery	+13
	Bernie Kling	Rod Walker	
	Richard Schultz	Frank Clark	+11
- 12	Fred Lerner	Monte Zelazny	
- 14	Roland Tzudiker	Jim Dygert	+10
		Terry Luck	

The Country List

England	+28	63.0%
Turkey	+17	57.9%
France	+ 4	51.9%
Italy	- 5	47.7%
Russia	- 5	47.7%
Austria	- 7	46.8%
Germany	-32	35.2%

As compared with the list given in #69, the first two countries and the last are in the same relative positions as before; in fact they have solidified those positions. The other four countries, as usual, have gone through permutations as they jockey for position.

In spite of the enthusiasm for a Current Game Rating List expressed by Charles Turner several issues ago and by John Koning last issue, I don't think it is worth while publishing such a list oftener than every two or three months or so. However, every time that a rating list is called for, due to games ending, I think it might be of interest to add to it the standing on the Current Game List of the first ten or twelve names on that list. It is given at the top of the next column:

As will be seen by the differences between the figures above and those in the Current Game Rating List given in the last issue, there have been some changes in that short space of time. They are due to the latest issues of ADAG and Grau both of which contained many Fall-Winter moves. In addition there is one serious error in the listing given in the last issue. The score given for Charles Reinsel -4 should read +4. Sorry, Charles.

Diplomacy Magazines

As a result of the Diplomacy Special of Strategy and Tactics several queries have come in regarding openings for Diplomacy games. So, listed on the following pages are all Diplomacy magazines, currently published, which carry postal games following the standard rules, as published by Games Research. For variants, see note at end of the listing. Following the name of the magazine is given the number of the most recent issue received at Malston, and the name and address of the editor. After which there is a brief descriptive note.

ADAG (A Droite A Gauche), 21, Harold Haas, 288 Broadway, Space 159, Chula Vista, California, 92010. Carries more than a dozen games. There are two ways to enter an ADAG game: 1. Apply in the usual way, or 2. enter another game elsewhere, and wait for the magazine to collapse. Hal has been the person, more than any other, who has rescued games abandoned by their original gamesmasters. The game now forming is expected to be the last new game for a while. Fee \$2. There are often additional vacancies for replacement players.

Armageddonia, 23. Published by a triumvirate, but all correspondence should be addressed to the editor, Charles Turner, 24 Boyd Court, Pleasant Hill, Calif., 94523. Carries about a half dozen games and has a new game forming. Fee \$3. Applicants should list countries in order of preference.

Parad-Dur, 42. Jack Chalker, 5111 Liberty Heights, Baltimore, Md., 21207. Carries three regular games and several variants. Fee \$4 for those not now playing in it, \$2 for those already enrolled. No new games indicated.

Big Brother, 44. Charles N. Reinsel, 120 8th Ave., Clarion, Penna., 16214. Carries 6 games and a new one is believed to be forming. Fee \$5 for a first game. Big Brother and Graustark are the only two diplomacy magazines now being published which have been able to maintain a rigid two week publishing schedule.

Probdingnag, 72. John McCallum, Ralston, Alberta, Canada. You are looking at it. No new games at present.

Cerebral Nebula, 8. Greg Long, 3526 S.W. 112, Seattle, Wash., 98146. Carries three regular games and a variant. Has others forming. Fee for a regular game \$3.

Costaguana -. Conrad F. von Metzke, 5527 Hilltop Drive, San Diego, Calif., 92117. A few years ago Costaguana was one of the most enjoyable Diplomacy magazines around. Its editor has now decided to revive it. Fee \$3, and list countries in order of preference.

Diplophobia, 14. Donald Miller, 12315 Judson Road, Wheaton, Md., 20906. Carries innumerable games and more are always forming. Fee \$3 for a first game. Fee includes subscription to Diplomania a journal of comment about Diplomacy.

Efgiart -. Douglas Beyerlein, 3934 S. W. Southern, Seattle, Wash., 98116, with Douglas Baker as co-editor. A new journal, but not a new editor as both editors are on the managing board of Cerebral Nebula. Game fee \$2 and there are openings, of course.

Erehwon, Vol. II, #4. Capt. R. C. Walker, 3345th Technical Training School (SATC), Chanute AFB, Ill., 61886. Notable for its many variants and its literary quality. No new games forming at present but replacement players are needed for both regular and variant games.

Graustark, 141. John Boardman, 592 16th St., Brooklyn, NY, 11218.

Graustark is where the postal game originated. Ever since it has been, in some measure, the unofficial official organ of the whole of Postal Diplomacy fandom. Its letter column, 'The Diplomatic Pouch,' was for a long time the only regularly appearing letter column, although there are other interesting letter columns now. It also carried 'the Rosters,' the listing of all postal games in progress. This feature has now been transferred to Lonely Mountain. Graustark remains, however, the one Diplomacy magazine that every player knows. There are no games at present.

Glockorla 10, Dave Lebling, Box 2234, Burton House, 420 Memorial Drive, Cambridge, Mass., 02139. Has only variant games at present by a standard game is forming. Fee \$3 for a new player.

I.E. (International Enquirer), 5. Clif Ollila, 911 21st St., W., Apt. 6, Minneapolis, Minn., 55404. The only Diplomacy journal with a cartoon strip. Has game openings. Fee \$2.

Jutland Jollies, 4. Derek Nelson, 18 Granard Ave., Scarborough, Ontario, Canada, and Bob Lake, Apt #904, 35 Esterbrooke Ave., Willowdale, Ontario. Although a new 'zine both editors are old hands at the postal game. In fact, the senior editor won the first game of postal Diplomacy ever played. Two games under way and another forming. Fee \$3.

Nalmar, 6. Christina Brannan, 411 Fairmont Ave., Oakland, Calif., 94611. Now carries four or five games and has stated that there will be a new one forming in the New Year. Complete choice of country. Fee \$5.

Lonely Mountain, 38. Charles Wells, 3678 Lindholm Road, Cleveland, Ohio, 44120. Carries four games at present but has not announced plans for a new one. This magazine now carries the official Roster of all postal Diplomacy games in progress. It is, therefore, a must for anyone who wishes to keep in touch with the whole field.

Karsovia, Vol. 1, #18. Robert Ward, 2704 S Street, Sacramento, Calif., 95816. Carries one game and has announced no new openings.

Miskatonic University, Vol. 1, #36. Anders Swenson, 145 Ponderosa Lane, Walnut Creek, Calif., 94598. Specializes in five-man games, although it has 7-man games as well. No new games announced.

sTab, 38. John Koning, 2008 Sherman Ave., Apt. #1, Evanston, Ill., 60201. Many people regard this as the best Diplomacy magazine available; certainly there are very very few that are equal to it. Carries 8 or 9 games. New players may enter only on invitation. If you want to play in it best establish a reputation as a good reliable player elsewhere, and let its editor know that you are interested in playing in it.

Wild 'n Wooly, 105. Dan Brennan, 411 Fairmont Ave., Oakland, Calif., 94611. The 'zine where the idea of playing more than one game at a time originated. Game fee \$6 for a first game, fifty cents for additional ones. Complete choice of country. Was stated that there would be a new game this fall, so openings should be available now.

Xenogogic, Vol. 1, #6.5, Larry Peery, 5834 Estelle St., San Diego, Calif., 92115. Carries a half-dozen games, and the editor's comments on the world in general. Fees \$2 for regular games, \$3 for variants.

[-?-, Monte J. Zelazny, P. O. Box 1062, Melbourne, Florida, 32901. When postal Diplomacy first began to be played, around 1963, there were two groups of players. 1. War gamers, who played other war games by letter and who tried to do the same with Diplomacy; as they did not have a neutral referee to whom moves could be sent, their efforts were not wholly successful. 2. Those, mainly science fiction fans, who played in the magazines and for whom the literary side lights of the game were often a main attraction. The two groups were largely ignorant of each other's existence until they finally made contact in the Spring-Summer of 1966. Monte Zelazny was one of those who first entered postal Diplomacy at that time of fusion. Although an ardent war-gamer in other games, he had not previously played Diplomacy at all, with either of the two groups. Since entering our ranks he has become one of the most highly regarded players. He has now decided to publish a magazine of his own. He has shown me his proposed house rules and they appear to be one of the most thought out set of rules to appear. Fee \$3. There is one thing that beginners should note. Monte rightly regards sTab as one of the best 'zines around. He has decided to follow it in allowing only established players in his first game. New-comers should twist his arm a little bit and see if he won't widen the field of entrants for later games.

The list of Diplomacy magazines given above lists only those that carry regular games, although many of them have a few variants as well. For those magazines carrying variants only, I suggest that you write to Donald Tiller, whose address is given under Diplophobia, above. He maintains a complete listing of all variant games.

Prospective players should not pay too much attention to indications of openings in the list above. This feature changes rapidly as games fill up, and new ones are opened elsewhere.

Country assignment differs among the zines. Kalmar and Wild 'n Wooly give complete choice of country. You indicate what countries you are willing to play. If one of those countries is still free in the game forming you are assigned it; if not your application is held over until the next game forms. Many others, following sTab, give partial choice. You list all 7 countries in order of preference; if you are accepted for the game the gamesmaster does the best he can for you in assigning you a country as near the top of your list as he can manage. Still others, this 'zine, Graustark, Big Brother, give no choice at all. You accept what you are given, which is decided by chance.

Newcomers should see as many of these magazines as possible. There are great differences between them in many respects. Though all of them, or nearly all, are competently run so that you should feel free to accept any invitation to join a game, you might as well play most of your games in journals that appeal to you.

Some 'zines have very tight schedules, notably Graustark and Dig Brother which appear every two weeks without fail. Others allow much more time between moves. Which scheduling arrangements best suits a particular player is something that only he can decide.

Some of the 'zines devote a great deal of space to Press releases. The best press releases these days probably appear in Graustark and Erehwon, with some very good ones in some issues of stab. If this is a feature that especially appeals to you, then you should be playing in those magazines. If you are indifferent to press releases then you have a wider choice.

Some newcomers may want to see as many games as possible, so that they can play a series of moves through to pick up ideas of strategy and tactics. Diplomophobia or ADAG would appear to be the natural choice, or perhaps stab, as they carry many games. Others may prefer a 'zine with only a few games.

Peripheral material may be the deciding factor for many. Rating Lists appear in Dig Brother, Glockorla, and this journal, but not elsewhere. The Roster, which allows you to keep track of all games in progress, appears only in Lonely Mountain. Rule discussion may crop up anywhere but some journals go in for it much more than others. Do you want editorials and letters on things not connected with the game at all? Graustark, Xenogogic, and Costaguana are the best bets. And so on.

So, in general, I would advise any newcomer to get at least one copy of every journal. This will give him a far better idea of where he would be happiest playing, than any advice could possibly do. All of the magazines have subscription prices of 10 issues for a dollar. Almost all will send a sample copy for a dime; in fact, many will send one sample free, but I am not sure just which ones. Postal Diplomacy games commonly last about a year and a half. Why not enter a game in a magazine which you will enjoy getting and reading for that length of time? The choice is wide enough so that everyone should be able to find one or more that suit him.

Most old readers will already know everything said on the previous three pages and will wonder why I have wasted so much space and time. I would like to remind them that this issue is intended especially for those who have written in as a result of the Diplomacy Special of Strategy and Tactics. The information above is meant for those who are new to the Diplomacy field.

Names of Diplomacy Magazines

The question is frequently asked where the names of Diplomacy journals come from. The first two, Graustark and Ruritania, were both named for mythical Balkan kingdoms of the late 19th century period of our game. They were the scenes of George Barr McCutcheon's "Graustark" and of Anthony Hope (Hawkins)'s "The Prisoner of Zenda" respectively. The latter country has given its name as the generic term for this type of

light literature - Puritanian romance.

Only two or three other Diplomacy 'zines have adhered strictly to this tradition in the complete sense of using the names of fictional European countries in the turn-of-the-century period. However, in a wider sense, using the names of places appearing in works of fiction, anywhere, anywhere - between a third and a half of all the Diplomacy magazines so far have held to the tradition. Some names have come from satirical or allegorical works, some from serious fiction, some from operettas; as many of the original Postal Diplomacy players were Science Fiction fans, it is not surprising that many of the names have come from science fiction or other types of fantasy.

The October 21 issue of Saturday Review has an article, "The Small World of the Toy Novel", by Stearns Morse. It is about the political novel, more accurately, about one particular political novel. However, it gives, more or less incidentally, a great deal of information about fictional countries in literature. Those interested in the background of the names of our 'zines may find the article of interest.

By the way, there are 21 Diplomacy papers listed on the previous pages. Nine of them follow the tradition of using place names derived from fiction of various forms. So more than 40 hold to the old Graustark-Ruritania tradition, although there has been a falling off in recent years.

Two more New Blood names, kindly sent in by Bill Linden, in addition to those already listed on page 2:

Susan Boiko, 91-06 247th St., Belleroose, NY, 11426

John X. Laporta, Yale College, New Haven, Conn.

"diplomacy" is the copyright trade name of a game invented by Allan Galhamer and manufactured and sold by Games Research, Inc., 48 Wareham St., Boston, Mass., 02118. All of the magazines listed on pages 6, 7, and 8, of this issue are devoted to the game. A regular Diplomacy column appears in Strategy and Tactics, Box 11-187, Loudonville, NY, 11221.

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